



publishing a game by

STENTON.PRESS

DECODE MUSIC.
PERFORM MUSIC.

OWN MUSIC.
GET PAID.

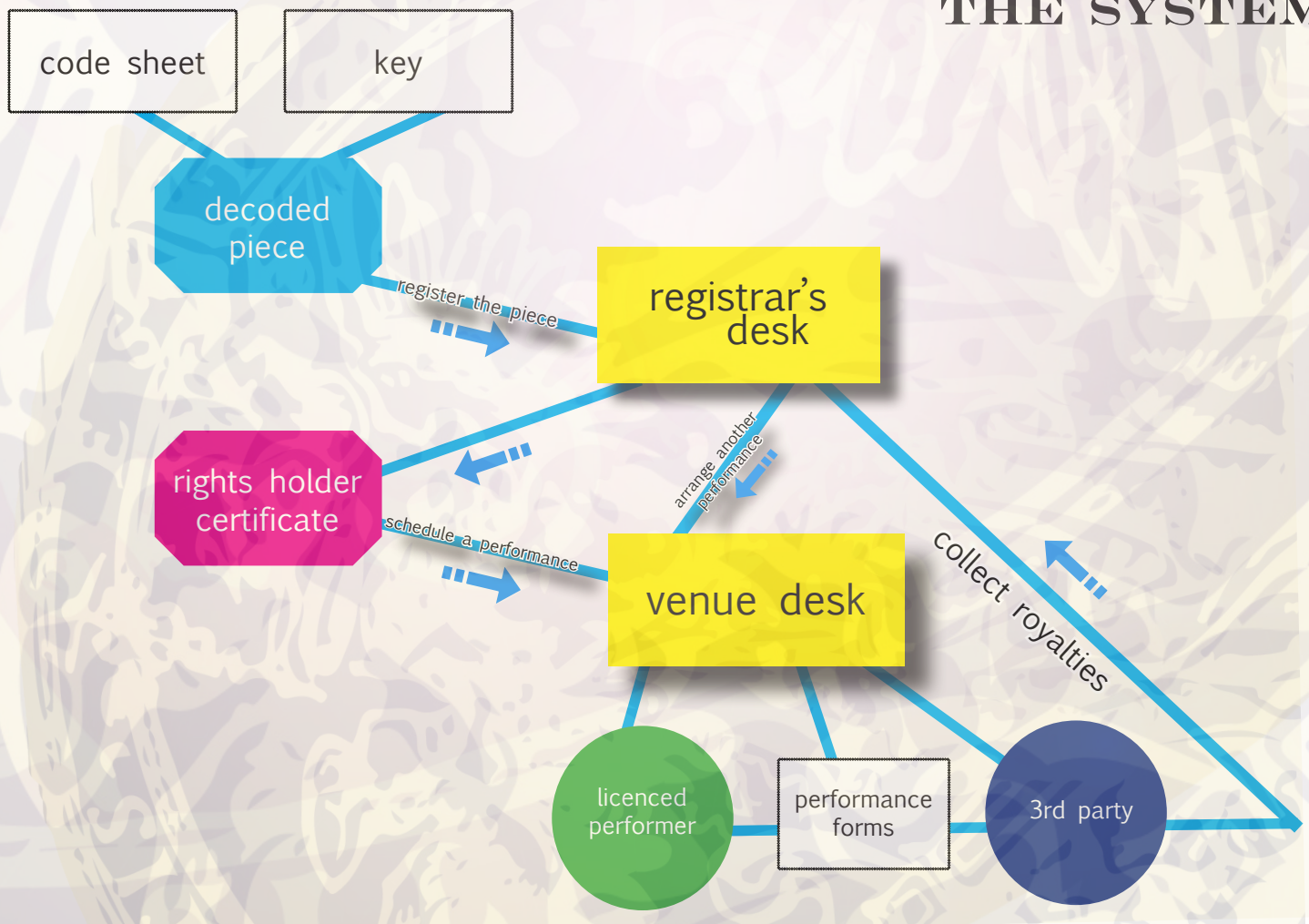
The game “Publishing” takes place inside a chaotic landscape of paperwork and bureaucracy. Using just a pen and your mind you will forge your identity in the world of music publishing. Enjoy buying and selling in currency, scheduling performances, collecting royalties, decoding scores, starting your own institutions and of course... filling out forms.

“frustrating fun”

no. of players
ages

7 - 30+
8 - 101

THE SYSTEM



objective

There are no set objectives, players are free to interact with the system to define their own goals; limited only by their own imaginations. Within in the game players can forge relationships, trade, start their own institutions, bend the rules, enforce their own rules and more...

glossary

Royalties - The money that a rights holder gets for the performance of pieces owned by them.

Piece - Musical work represented by numbers and letters. P001 being the piece no.1.

3rd party - Anyone who is not the rights holder or the performer.

how to play

YOU NEED:

- * Printed copy of the print and play document (with correct amount of duplicates for amount of players)
- * **1** reasonable size room
- * Between **7** and **30(+)** players
- * **3+** desk size tables
- * approx. **1** chair per person
- * **1** portable surface such as a small desk, music stand, hardback book ect. per person
- * **1** pen per person

LAYOUT:

Registrar's Desk

A registrar sits behind the desk for the duration of the game and is responsible for issuing rights and paying royalties as well as other tasks.

Venue **1** Desk

1 nominated venue owner
The venue owner is responsible for overseeing the scheduling and performance of pieces at their venue.

Venue **2** Desk (for games with 10+ players)

1 nominated venue owner

extra considerations

game currency can be exchanged for any goods or service within the scope of the game

you do not have to work on an individual basis

individuals can act on behalf of others with correct paperwork

local laws apply

only favours and money within the game can be used a currency

tariffs or rules set out by any organisation created within the game can only be enforced by financial, political or artistic incentive

BASICS:

1. Decode musical pieces.

Use the Key sheet to decode the pieces on the code sheet, writing the answers on the sheet provided.

P001 would read BLDEZ ect...

2. Register the piece

By taking the decoded piece to the registrar you can register the piece and claim the rights (pink slip)

3. Schedule a performance

Schedule a performance of your piece at a venue. The venue holder will provide the paperwork needed to verify the performance.

4. Pay a performer + 3rd Party

Pay the performer and 3rd party, making sure they have completed all the correct paperwork. Rights holders **cannot** perform their own pieces.

5. Collect the royalties

Collect the payment from the registrar.

It is important that the registrar and the venue owners understand the overall process and the information outlined on their individual sheet. Depending on the situation the remaining players can just be handed their start materials with no explanation other than what is on these materials or they can have been introduced to game previously. Players can ask questions or debate issues with the registrar or venue owner at anytime during the game.

To begin everyone is issued with:

200** (2x50**, 1x***100**) in currency

1 Code Sheet, **1** Key & **1** score paper

REGISTRAR INSTRUCTIONS

Materials you should have:

- * Pink, yellow and green slips
- * Pieces list
- * Answer sheet
- * All the remaining currency
- * Universal Bureaucracy Packs (UBP)
- * 3 minute piece code sheets

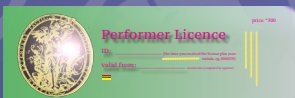
Coloured slips:



Write the number of a piece successfully registered by a player on the pink slip and give it to them.



Once a player has collected their royalties fill in this slip and give it to them. This slip allows them to schedule another performance of the piece.



Players can only perform pieces if they have a licence. They can purchase one from you for *300.

Assistants:

If the amount of players exceeds 25 it is advisable for the registrar to have an assistant. Having multiple assistants for even larger games is also possible.

An assistant sits with the registrar and can carry out any duty. The registrar is responsible for managing the team and making any final decisions. The aim of having assistants is to minimise queue times.

Registering pieces:

Players queue to register their pieces at your desk. First ask the player which piece they have and check if it has already been registered. If it has then they cannot register it. If it has not ask them to read their decrypted piece in order for you to check it is correct. If it is not correct they cannot register it. If it is correct then you must write the piece number on the pink slip and give it to the player. You must then cross this piece off on the piece list to show it has already been registered.

Issuing royalties:

Once rights holders have had a piece performed at a venue they will come to you to collect their royalties. Before being able to do this you must check the paper work that they present to you. They must present both H453 and D336 performance forms. Check specifically that the performer licence number is valid and is not held by the rights holder, everything has been completed and signed, the time of the performance has passed and that the H453 has been initialed. If you are happy with the paperwork issue the money according to amounts specified for each duration piece on the piece list sheet along with the yellow slip detailed on the left.

If there are any issues with H453 then you can ask the rights holder to amend the form. However, if there are issues with D336 then you have the right to determine the performance invalid and not issue any payment. If you decide to do this any disputes between the rights holder and performer are not your concern.

Selling:

You have three things for sale.

Performer licence *300. (You need to make a list of all the performance licence numbers so you can check a performance was done by a licensed performer.)

UBP *700 (for players to start institutions)

3 minute piece code sheets *1000 (advertise the existence of these without players being able to see them)

VENUE OWNER INSTRUCTIONS

Materials you should have:

- * Schedule
- * Pieces list
- * Reception cards
- * H453 and D336 forms

Scheduling pieces

Rights holders will come to you to schedule performances of their pieces. You schedule pieces in accordance with the game's time zone. Performances must always be scheduled for the future.

- **Check the player is the rights owner** (ask for pink slip)
- **Check if the piece has been performed before** (if so ask for yellow slip to show royalties have been collected for last performance)
- **Schedule Performance** (make sure it lasts the amount of time of the piece. rights holder must return after performance time has elapsed)
- **Issue forms** (issue H453 and D336 forms to rights holder)

After performance

- **Initial H453 form** (checking the time written is correct and has elapsed)
- **Audience Reception** (use the reception cards to determine if the venue will schedule the piece in the future. Do this by asking the player to pick a number between 1 and 10, then deal out that number of cards. If the last card has an X then strike the piece off your list and refuse to schedule it for the rest of the game)
- **Rights holder to go and collect royalties** (player should go to registrar to collect royalties)

how much to print

Every page has instructions on with how many copies to print. This is based on how many players there are in the game and how long you want to play for.

If you don't want to decide how long the game will last then you can finish when you run out of resources or the game reaches some kind of equilibrium. It is also possible that if you run out of something, the registrar could make the decision to adapt the game or refuse to continue a certain element. Extra materials could also be printed during the game.

Quantities of Money

It is advisable to have *18,000 per hour played
plus *200 per person (in 2x*50 & 1x*100)
payouts are only paid at *200 *500 or *1000 so stock
mostly with these denominations.

Guillotine

Guillotine along dotted lines, many pages contain multiples.

.....

P011_54 48 46 58 42 55 42 42 48 54 59 55 44 4b 50

P012_43 44 58 57 52 45 54 4a 41 4b 54 47 4f 54 43

P013_54 4a 4c 41 58 59 43 44 45 49 53 51 47 4e 51

P014_49 56 59 4d 46 4b 4d 52 42 47 55 53 4a 55 4c

P011_54 48 46 58 42 55 42 42 48 54 59

55 44 41 50

2 48 54 59 55 44 4b

57 52 45 54 4a 41 4b 54

a 41 4b 54 47 4f 54

41 58 59 43 44 45 49 53

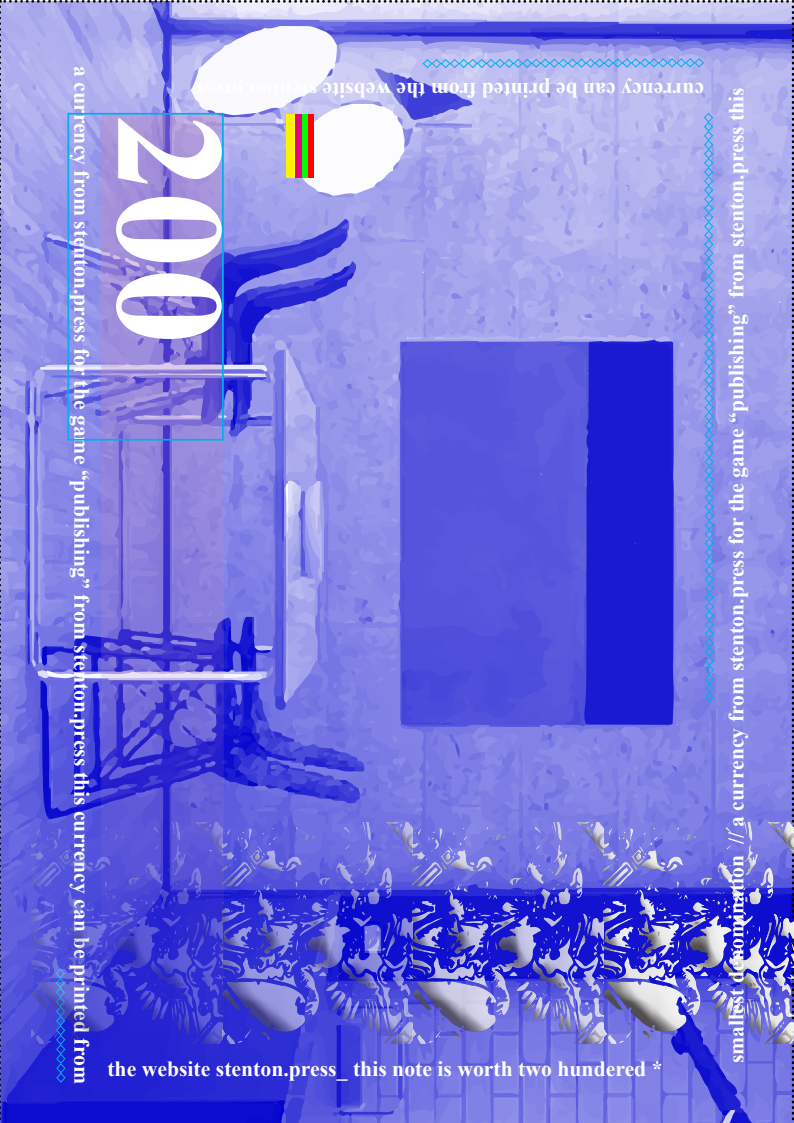
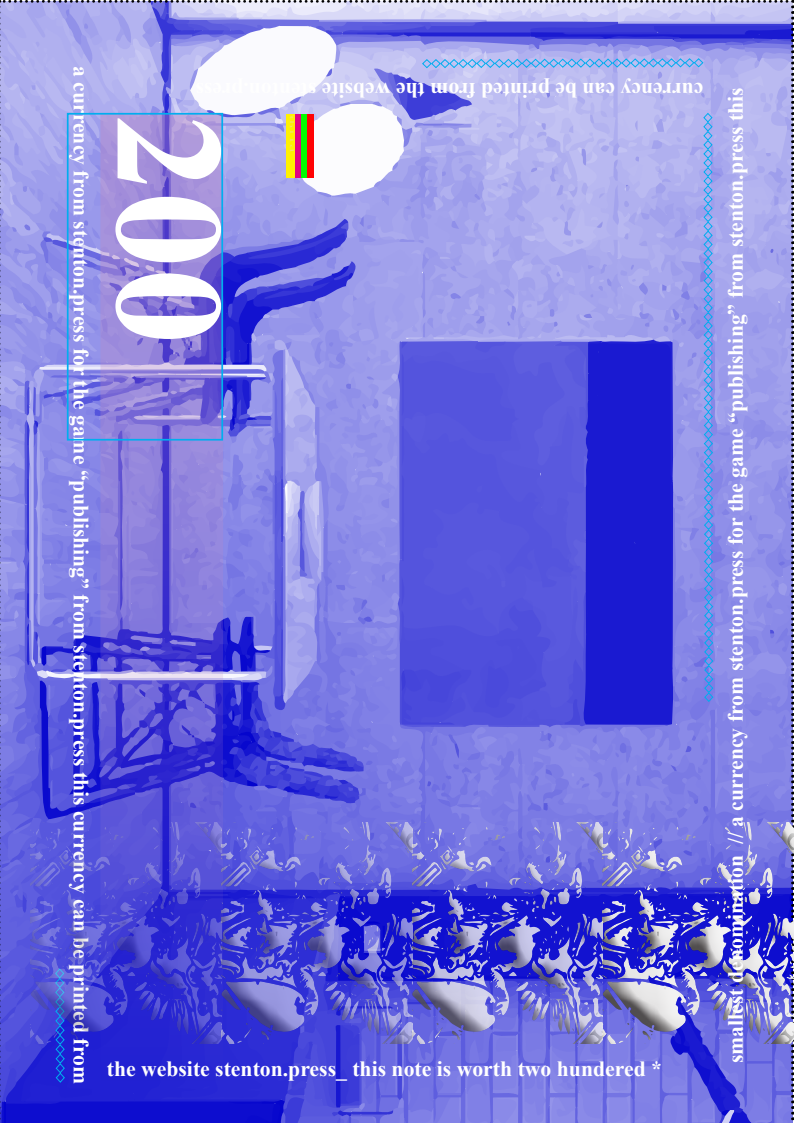
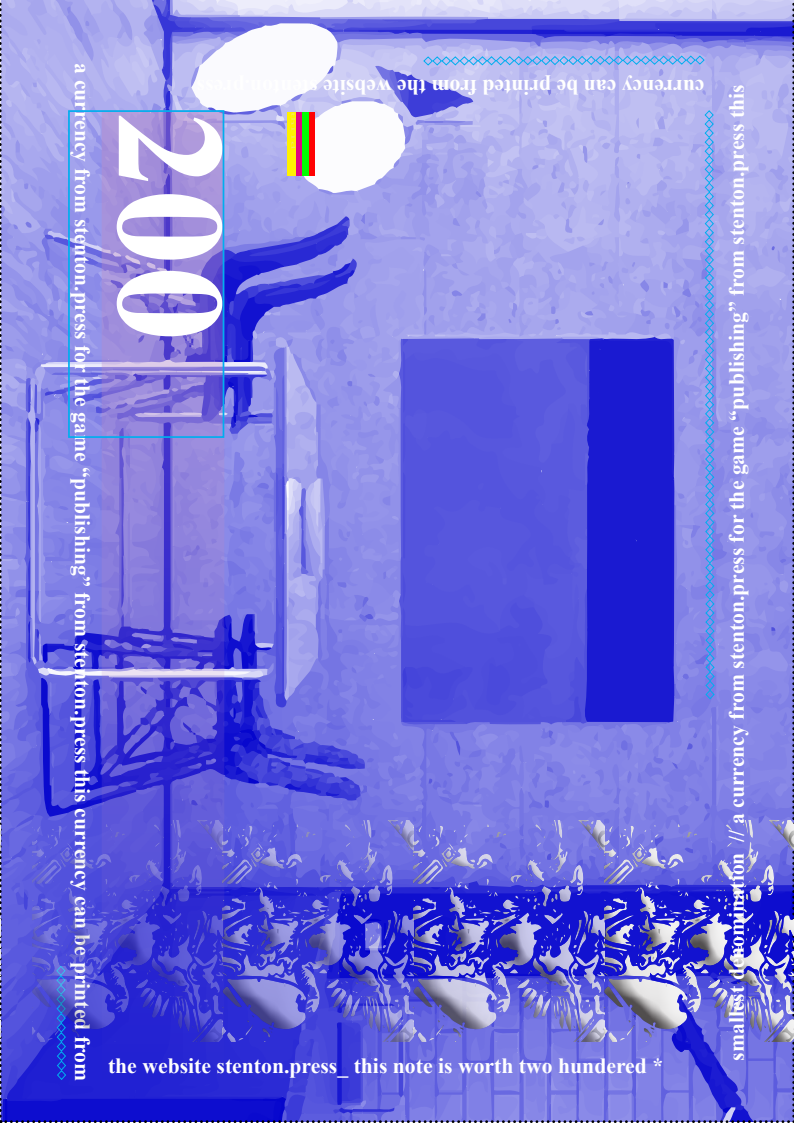
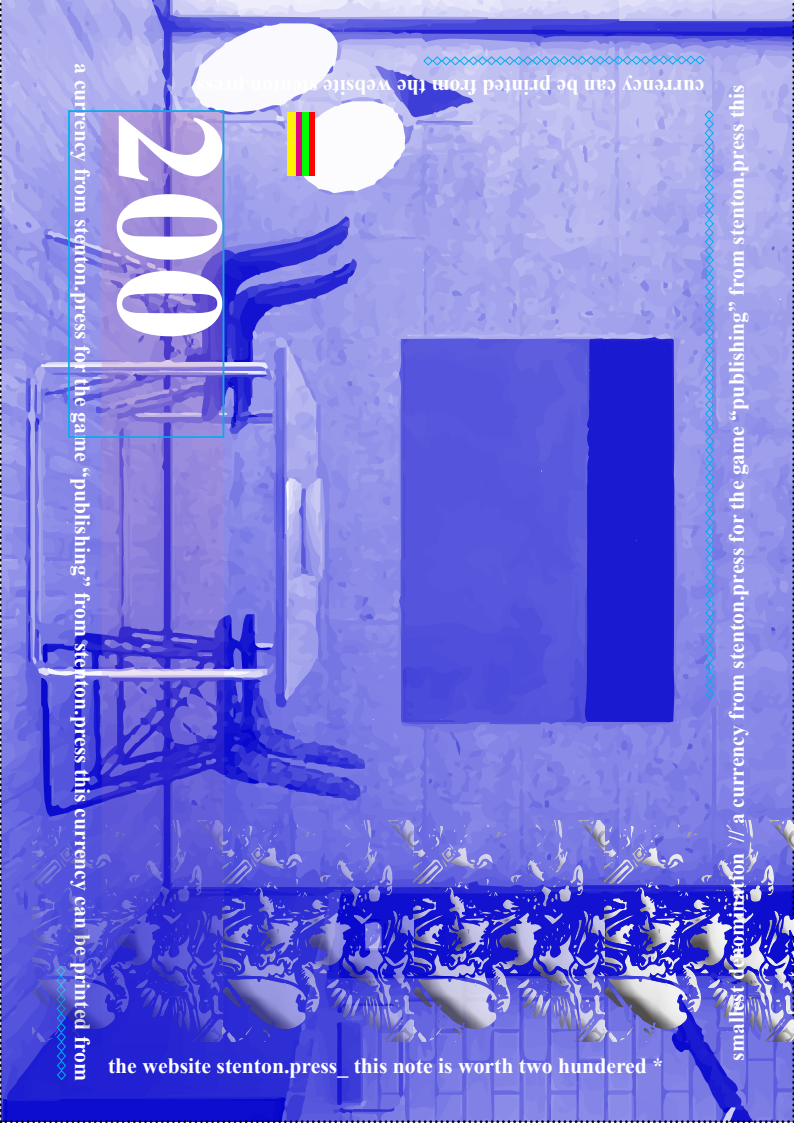
P013_54 4a 4c 41 58 59 43 44 45 49 53 51 47 4e

P014_49 56 59 4d 46 4b 4d 52 42 47 55

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C U R R E N C Y





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currency can be printed from the website stenton.press

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the website stenton.press _ five hundred *

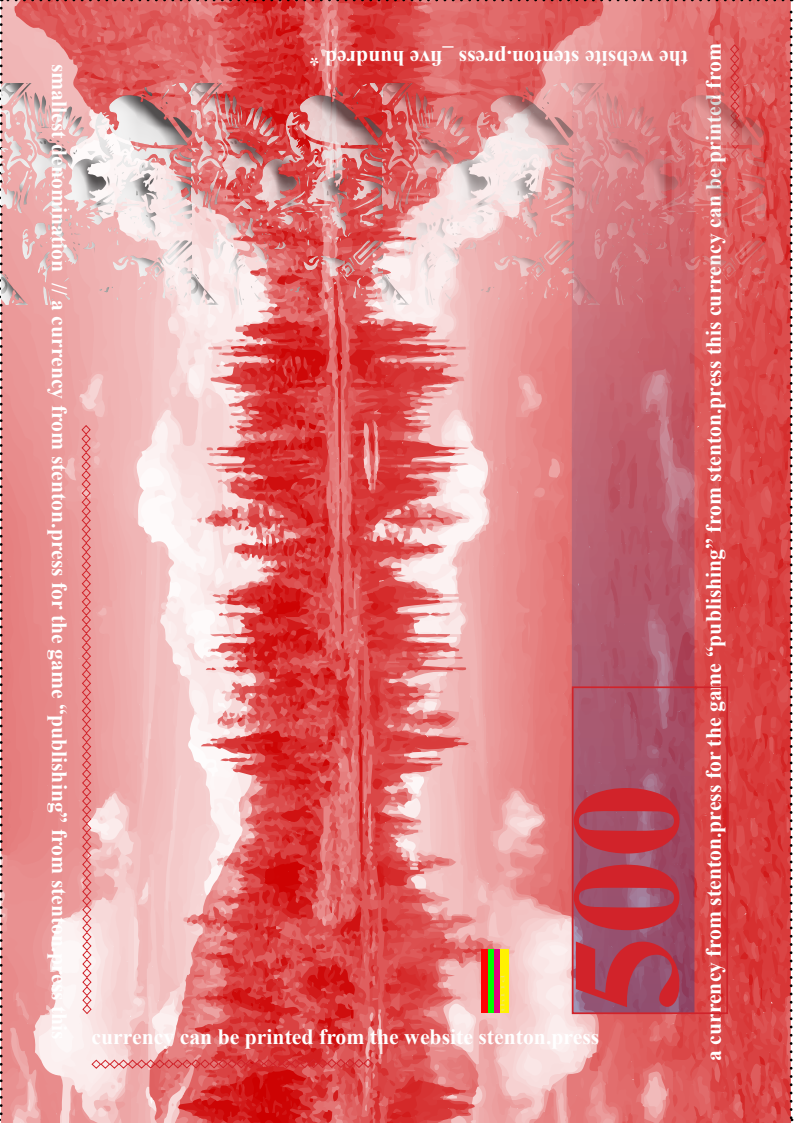


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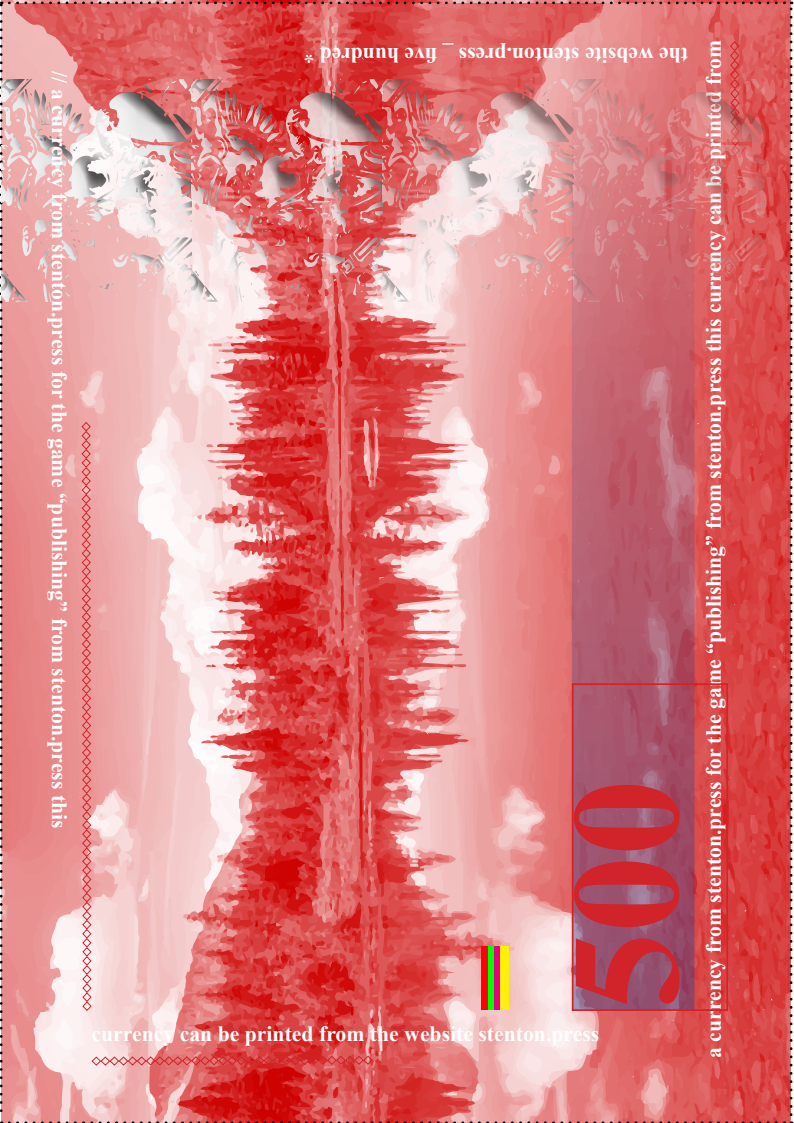


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currency can be printed from the website stenton.press



1000

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the website stenton.press and it's worth is one hundred times the

smallest denomination a currency from stenton.press for the game "publishing" from stenton.press can be printed from

currency can be printed from the website stenton.press



1000

a currency from stenton.press for the game "publishing" from stenton.press this currency can be printed from

the website stenton.press and it's worth is one hundred times the

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S L I P S



royalties collected

of piece _____
location _____
performance time _____
registrar signature _____



royalties collected

of piece _____
location _____
performance time _____
registrar signature _____



royalties collected

of piece _____
location _____
performance time _____
registrar signature _____



royalties collected

of piece _____
location _____
performance time _____
registrar signature _____



royalties collected

of piece _____
location _____
performance time _____
registrar signature _____



royalties collected

of piece _____
location _____
performance time _____
registrar signature _____



royalties collected


of piece _____
location _____
performance time _____
registrar signature _____



royalties collected

of piece _____
location _____
performance time _____
registrar signature _____

number of performer licences should be around 80% of total number of players





rights holding certificate

for piece _____
the possession of this certificate confirms the individual as the sole owner of the rights to the piece.



rights holding certificate

for piece _____
the possession of this certificate confirms the individual as the sole owner of the rights to the piece.



rights holding certificate

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the possession of this certificate confirms the individual as the sole owner of the rights to the piece.



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rights holding certificate

for piece _____
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rights holding certificate

for piece _____
the possession of this certificate confirms the individual as the sole owner of the rights to the piece.



BLANK



C O D E

answer sheet

for registrar
only

1 minute pieces

P001_	BLDEZKTCXBWREF	P011_	THFXBUBBHTYUDKP
P002_	VRSWKHWERHEKWGT	P012_	CDXWRETJAKTGOTC
P003_	GNTMGOIFDXAXIGP	P013_	TJLAXYCDEISQGNQ
P004_	TJCMZQVPAAUMCCF	P014_	IVYMFKMRBGUSJUL
P005_	FIEMCXAGKTYFGZQ	P015_	XGPHVDJYAFHOQKR
P006_	BCQCXRZXTKQBHJJ	P016_	WQMGNFVPIIBCUMW
P007_	XHXBKQAHLHBYFLO	P017_	NQKYECUXOKSKHOE
P008_	YPZKPUHFECLEANH	P018_	DCQUYEONGMPUAHP
P009_	DUHJLWTIUUKSVHNZ	P019_	VMBYZWCPKCTUPZS
P010_	CQTIPOAMBAQTYDT		

2 minute pieces

P021_ NUKESCYZVKIRZJBZKQRKOFEADSRMOX
 P022_ DHNAIOFAGZTKZVIVIZEYDGDMLHKQIIB
 P023_ ACOBSGVCVTDDIAWYFNFVGPKAJEMNZZ
 P024_ CMUFPXOQYEOIXBYZSFCTRNBABSRZTFS
 P025_ BDYGTYGKENLZJNLEKEQVABFABMAMIS
 P026_ VHMSUTGEHOQIEQWQAZIWUCXSUQULGA
 P027_ ZYZJRLKPHYGSYWAKSXTZIAFTJOTBV
 P028_ PQHJZANCNSKGEVIBMOGQOZVBPBWOVA
 P029_ PIMUAHOHWSJQPJYNNJHPSUUTJSOMK
 P030_ QAXCPIUJOPQULMFNEBJJKSXQXAOTLI
 P031_ DEVDFJPOOMNUTWUQZPDIHPXBPAYXTZ
 P032_ WLTBFXFEUBGWZDHMLHKFOVIDSLLCOR
 P033_ TAVMZGLVJHBWZKGBNLOZQIQCXIPUOH
 P034_ XPEHMBTWDSRTZTMRBZHOLKUEWFZKJO
 P035_ YLKMRSAJDPPSROCYLKQUWOJMGWOFA

3 minute pieces

x036_ WRGROHVLWXWJZHNDLJCDEBXOFRMTJKNZVKTFBEXUTNBMBGDNAW
 x037_ HKFWSRHKIFGKCANSYTHKWINOKEUMBSOSBTTCOUJRAVDNLIMMLN
 x038_ LXDRFTUNIJOBAPJDCKOUQKHXYAIKWZFPKWRUBIHCFRAHSLOOX
 x039_ WBGFMFSKWTWFSXIWIHAWXZJTWYKKHEYGBKWUVSIGJWBDANKHD
 x040_ ZTUDBGBHDRJRKNAHUETKEDSUUVLADZHWKMUWNEOEJIOFAIWPYY
 x041_ EQCZUPYSFDAACKIXXFNSUDNAUXPMHCTTCQREFOWEOPNJXFSIT
 x042_ HLIAlZWIZVAHXOXZFHGMUVHSHVCXPSCFXBHNSOKYTXZLCKCAMD
 x043_ LKUVIILCMZMEGWNTTXRBRFVGIAVUMLLRIGLWHBNRVIMDVKMBRZ

P021_	4e 55 4b 45 53 43 59 5a 56 4b 49 52 5a 4a 42 5a 4b 51 52 4b 4f 4e 45 41 44 53 52 4d 4f 58	
P022_	44 48 4e 41 49 4f 46 41 47 5a 54 4b 5a 56 49 56 49 5a 45 59 44 47 44 4d 48 4b 51 49 49 42	
P023_	41 43 4f 42 53 47 56 43 56 54 44 44 49 41 57 59 46 4e 46 56 47 50 4b 41 4a 45 4d 4e 5a 5a	
P001_	42 4c 44 45 5a 4b 54 43 58 42 45 57 52 45 46 50 54 48 46 58 42 55 42 42 48 54 59 55 44 4b 50	
P002_	56 52 53 57 4b 48 57 45 52 48 45 4b 57 47 54 43 44 58 57 52 45 54 4a 41 4b 54 47 4f 54 43	
P003_	47 4e 54 4d 47 4f 49 46 44 58 41 58 49 47 50 54 4a 4c 41 58 59 43 44 45 49 53 51 47 4e 51	
P004_	54 4a 43 4d 5a 51 56 50 41 41 55 4d 43 43 46 50 56 59 4d 46 4b 4d 52 42 47 55 53 4a 55 4c	
P005_	46 49 45 4d 43 58 41 47 4b 54 59 46 47 5a 51 58 47 50 48 56 54 44 4a 59 41 57 46 48 4f 51 4b 52	
P006_	42 43 51 43 58 52 5a 58 54 4b 51 42 48 4a 4a 50 57 51 4d 47 4e 46 56 50 49 49 42 43 55 4d 57	
P007_	58 48 58 42 4b 51 41 48 4c 48 42 59 46 4c 4f 51 4b 59 45 43 55 58 4f 4b 53 4b 48 4f 45	
P008_	59 50 53 4a 4b 50 55 48 46 45 43 4c 45 41 4e 48 44 43 51 55 59 45 4f 4e 47 4d 50 55 41 48 50	
P009_	44 55 48 4a 4c 57 54 49 55 4b 53 56 48 4e 5a 56 4d 42 59 5a 57 43 50 4b 43 54 55 50 5a 53	
P010_	43 51 54 49 50 4f 41 4d 42 41 51 54 59 44 54 47 52 4e 4c 4e 55 43 43 52 44 52 4a 45 4b 43	
P011_	54 48 46 58 42 55 42 42 48 54 59 55 44 4b 50	
P012_	43 44 58 57 52 45 54 4a 41 4b 54 47 4f 54 43	
P013_	54 4a 4c 41 58 59 43 44 45 49 53 51 47 4e 51	
P014_	49 56 59 4d 46 4b 4d 52 42 47 55 53 4a 55 4c	
P015_	58 47 50 48 56 54 44 4a 59 41 57 46 48 4f 51 4b 52	
P016_	57 51 4d 47 4e 46 56 50 49 49 42 43 55 4d 57	
P017_	4e 51 4b 59 45 43 55 58 4f 4b 53 4b 48 4f 45	
P018_	44 43 51 55 59 45 4f 4e 47 4d 50 55 41 48 50	
P019_	50 54 4b 50 55 48 46 45 43 4c 45 41 4e 48 44 43 51 55 59 45 4f 4e 47 4d 50 55 41 48 50	
P020_	47 52 4e 4c 4e 55 43 43 52 44 52 4a 45 4b 43	
P021_	4e 55 4b 45 53 43 59 5a 56 4b 49 52 5a 4a 42 5a 4b 51 52 4b 4f 46 45 41 44 53 52 4d 4f 58	
P022_	44 48 4e 41 49 4f 46 41 47 5a 54 4b 5a 56 49 56 49 5a 45 59 44 47 44 4d 48 4b 51 49 49 42	
P023_	41 43 4f 42 53 47 56 43 56 54 44 44 49 41 57 59 46 4e 46 56 47 50 4b 41 4a 45 4d 4e 5a 5a	
P024_	43 4d 55 46 50 58 4f 51 59 45 4f 49 58 42 59 5a 53 46 43 54 52 4e 41 42 53 52 5a 54 46 53	
P025_	42 44 59 47 54 59 47 4b 45 4e 4c 5a 4a 4e 4c 45 4b 45 51 56 41 42 46 41 42 4d 41 4d 49 53	
P026_	56 48 4d 53 55 54 47 45 48 4f 51 49 45 51 57 51 41 5a 49 57 55 43 58 53 55 51 55 4c 47 41	
P027_	5a 59 5a 4a 52 4c 4b 50 48 59 47 53 59 57 41 4b 53 58 4b 54 5a 49 41 46 54 4a 4f 54 42 56	
P028_	50 51 48 4a 5a 41 4e 43 4e 53 4b 47 45 56 49 42 4d 4f 47 51 4f 5a 56 42 50 42 57 4f 56 41	
P029_	50 49 4d 55 41 58 4f 4f 48 57 53 4a 51 50 4a 59 4e 4e 4a 48 50 53 55 55 54 4a 53 4f 4d 4b	
P030_	51 41 58 43 50 49 55 4a 4f 50 51 55 4c 4d 46 4e 45 42 4a 4a 4b 53 58 51 58 41 4f 54 4c 49	
P031_	44 45 56 44 46 4a 50 4f 4f 4d 4e 55 54 57 55 51 5a 50 44 49 48 50 58 42 50 41 59 58 54 5a	
P032_	57 4c 54 42 46 58 46 45 55 42 47 57 5a 44 48 4d 4c 48 4b 46 4f 56 49 44 53 4c 4c 43 4f 52	
P033_	54 41 56 4d 5a 47 4c 56 4a 48 42 57 5a 4b 47 42 4e 4c 4f 5a 51 49 51 43 58 49 50 55 4f 48	
P034_	58 50 45 48 4d 52 54 57 44 53 52 54 5a 54 4d 52 42 5a 48 4f 4c 4b 55 45 57 46 5a 4b 4a 4f	
P035_	59 4c 4b 4d 52 53 41 4a 44 50 50 53 52 4f 43 59 4c 4b 51 55 57 4f 4a 4d 47 57 4f 4f 46 41	
P029_	50 49 4d 55 41 48 4f 4f 48 57 53 4a 51 50 4a 59 4e 4e 4a 48 50 53 55 55 54 4a 53 4f 4d 4b	

Each line represents a musical piece. Use the Key you have been provided with to decode the pieces. Write the decoded piece on the score paper and then take it to the registrar to claim the rights to it. If the piece you have decoded has already been registered then you will not be able to claim ownership of the piece. Rights holders can organise performances of their pieces which will allow them to claim royalties. The amount of money that can be claimed for each performance is signified next to each duration.

**700 per sheet
one of three copies*

3 minute pieces

royalties at *1000



x036_57 52 47 52 4f 48 56 4c 4d 58 57 4a 5a 48 4e 44 4c 4a 43 44 45 42
58 4f 46 52 4d 54 4a 4b 4e 5a 56 4b 54 46 42 45 58 55 54 4e 42 4d 42 47
44 4e 41 57

x037_48 4b 46 57 53 52 48 4b 49 46 47 4b 43 41 4e 53 59 54 48 4b 57 49
4e 4f 4b 45 55 4d 42 53 4f 53 42 54 54 43 4f 55 4a 52 41 56 44 4e 4c 49
4d 4d 4c 4e

x038_4c 58 44 52 46 54 55 4e 49 4a 4f 42 41 4a 50 4a 44 43 4b 4f 55 51
4b 48 59 58 41 49 4b 57 5a 46 50 4b 57 52 55 42 49 48 43 46 52 41 48 53
4c 4f 4f 58

x039_57 42 47 4d 46 4d 53 4b 57 54 57 46 53 58 49 57 49 49 48 41 57 58
5a 4a 54 57 59 4b 4b 48 45 59 47 42 4b 57 55 56 53 49 47 4a 57 42 44 41
4e 4b 48 44

x040_5a 54 55 44 42 47 42 48 44 52 4a 52 4b 4e 41 48 55 45 54 4b 45 44
53 55 55 56 4c 41 44 5a 48 57 4b 4d 55 57 4e 45 4f 45 4a 49 4f 46 41 49
57 50 59 59

x041_45 51 43 5a 55 50 59 53 46 44 41 41 41 43 4b 49 58 58 46 4e 53 55
44 4e 41 55 58 50 4d 48 43 54 54 43 51 52 45 46 4f 57 45 4f 50 4e 4a 58
46 53 49 54

x042_48 4c 49 41 49 5a 57 49 5a 56 41 48 58 4f 58 5a 46 48 47 4d 55 56
48 53 48 56 43 58 50 53 43 46 58 42 48 4e 53 4f 4b 59 54 58 5a 4c 43 4b
43 41 4d 44

x043_4c 4b 55 56 49 49 4c 43 4d 5a 4d 45 47 57 4e 54 54 58 52 42 52 46
56 47 49 41 56 55 4d 4c 4c 52 49 47 4c 57 48 42 4e 52 56 49 4d 44 56 4b
4d 42 52 5a

KEY

41	-	A
42	-	B
43	-	C
44	-	D
45	-	E
46	-	F
47	-	G
48	-	H
49	-	I
4A	-	J
4B	-	K
4C	-	L
4D	-	M
4E	-	N
4F	-	O
50	-	P
51	-	Q
52	-	R
53	-	S
54	-	T
55	-	U
56	-	V
57	-	W
58	-	X
59	-	Y
5A	-	Z

KEY

41	-	A
42	-	B
43	-	C
44	-	D
45	-	E
46	-	F
47	-	G
48	-	H
49	-	I
4A	-	J
4B	-	K
4C	-	L
4D	-	M
4E	-	N
4F	-	O
50	-	P
51	-	Q
52	-	R
53	-	S
54	-	T
55	-	U
56	-	V
57	-	W
58	-	X
59	-	Y
5A	-	Z

score paper

free



score paper

free



list of pieces

tick off pieces when they are registered
pieces can only be registered once

1 minute pieces *200

P001_	P011_
P002_	P012_
P003_	P013_
P004_	P014_
P005_	P015_
P006_	P016_
P007_	P017_
P008_	P018_
P009_	P019_
P010_	P020_

2 minute *500

P021_	P028_
P022_	P029_
P023_	P030_
P024_	P031_
P025_	P032_
P026_	P033_
P027_	P034_

3 minute pieces *1000

x036_	x040_
x037_	x041_
x038_	x042_
x039_	x043_

for registrar

list of pieces

cross out pieces when they
get a bad reception

1 minute pieces *200

P001_	P011_
P002_	P012_
P003_	P013_
P004_	P014_
P005_	P015_
P006_	P016_
P007_	P017_
P008_	P018_
P009_	P019_
P010_	P020_

2 minute *500

P021_	P028_
P022_	P029_
P023_	P030_
P024_	P031_
P025_	P032_
P026_	P033_
P027_	P034_

3 minute pieces *1000

x036_	x040_
x037_	x041_
x038_	x042_
x039_	x043_

for venue owners

BLANK



F O R M S

PERFORMANCE FORM



D336

to be completed by performer

Piece performed: _____

Basic Details

Name: _____

Date: _____

Performer ID number: _____

Venue: _____

Time of performance: _____

Piece Duration: _____

Payment

Did you receive payment for the performance? y/n

Amount: _____

History

How long have you been a licensed performer?

Do you have any affiliations with organisations?
y/n

If so, which? _____

How many performances have you done in total? _____

Have you performed pieces belonging to this rights
holder
previously? y/n

If so, how many times? _____

Performer's signature: _____

This form should be returned to the venue once the performance time has elapsed to be initialed before it is delivered to the registrar along with other paperwork needed for royalties collection. If any of the information on this form is found to be incorrect then the performance will be declared invalid and no money can be paid out to the rights holder for the scheduled performance. In this case the rights holder can request a refund from the performer but they are not obliged to pay the money back. Other policies may vary from venue to venue.

PERFORMANCE FORM



H453

This form includes sections to be completed by the rights holder, the performer and a 3rd party.

Each of these parties must complete their section of the form in order for the rights holder to be able to collect the royalties.

Please return this form to the registrar with D336.

to be completed by rights holder:

Piece ID _____

Rights Holder ID _____

How many times has the piece been performed? _____

Piece Duration: _____

to be completed by 3rd party:

Did the rights holder hire a performer? yes/no

Is the information on this form correct to the best of your knowledge? yes/no

Amount of money received for verifying performance:

Signature: _____

to be completed by performer along side D336

Name of Performer:

Performer's ID:

Time of performance: _____

VENUE: _____

Signature: _____

to be completed by the registrar:

Time the form was received: _____

All information matches records: Yes/no

IF "NO" RETURN TO RIGHTS HOLDER

Signature: _____

FOR VENUE USE ONLY

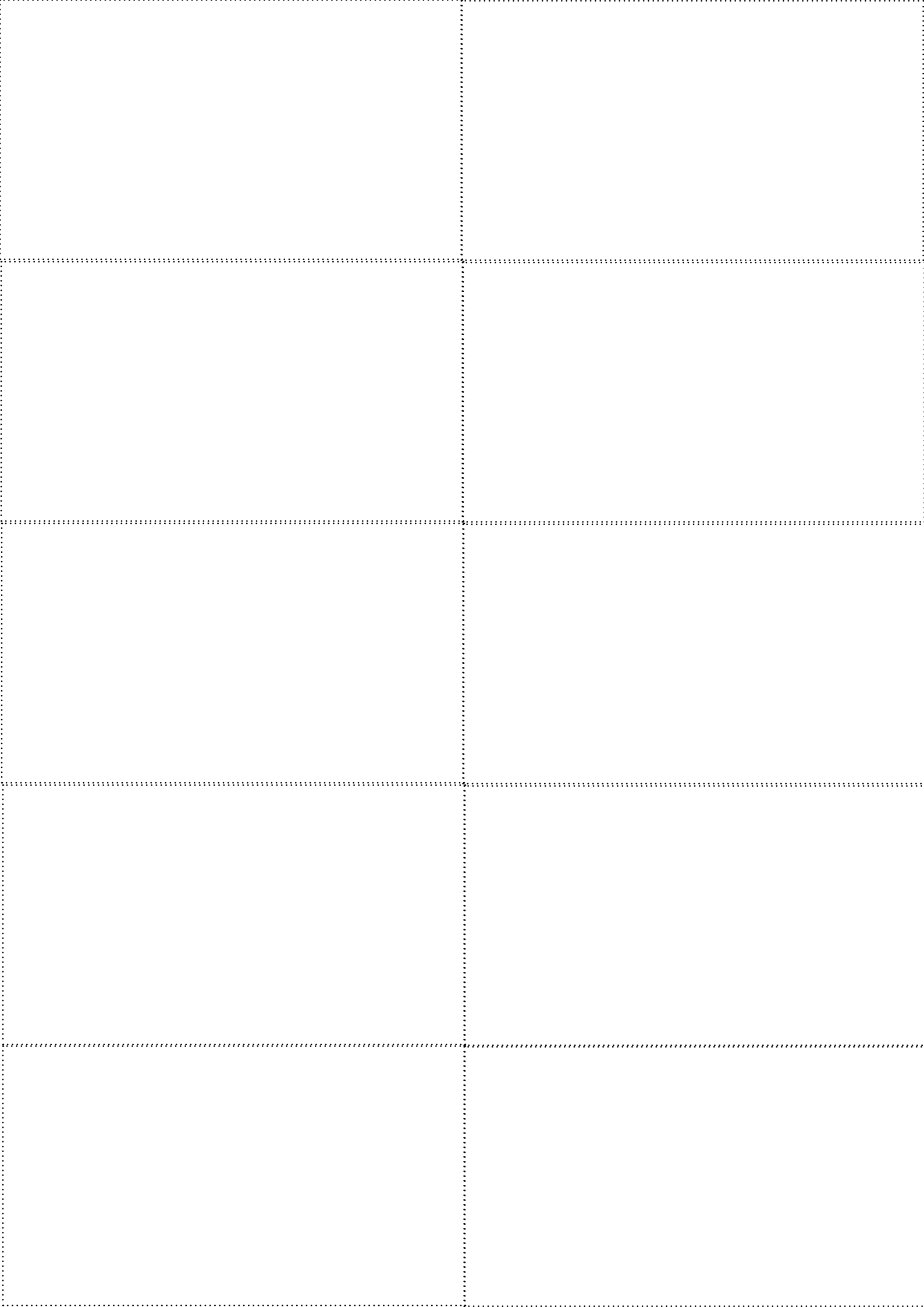
UNIVERSAL BUREAUCRACY KIT

the universal bureaucracy kit is made up of:

- 3 copies of the next page trimmed along the dotted lines
- 3 copies of the following page (green columns)
- 1 blank a4 sheet (preferably card)

The UBK is designed so that players can found an institution using the A4 sheet as signage, the blank slips as membership cards and the column sheet for their own records. These are just guidelines but may be useful advise for the registrar to try and sell them.

create 1 kit per 4 players



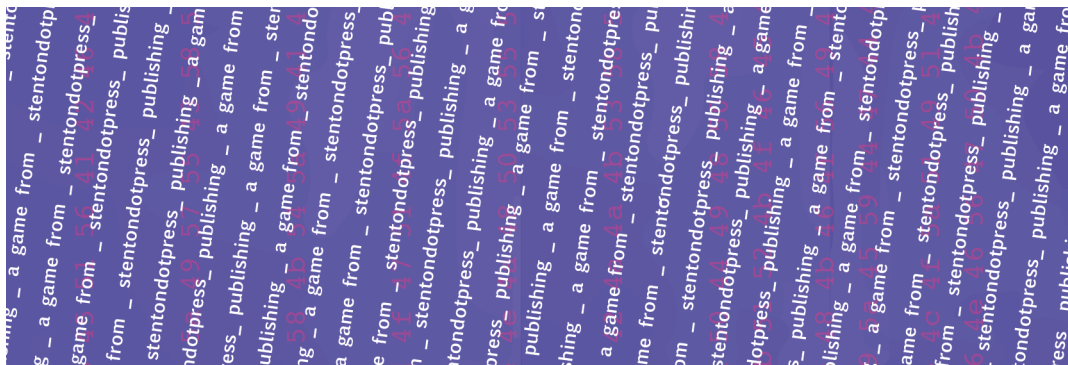
[illegible]

AUDIENCE RECEPTION CARDS FOR VENUE OWNERS

print one set per venue



BLANK



To enhance to quality of the materials you can print the following page as the reverse side of the slips, money, keys ect...

This is optional and could be done on any number of items from just currency to all of the materials.



